

PATENT ABSTRACTS OF JAPAN

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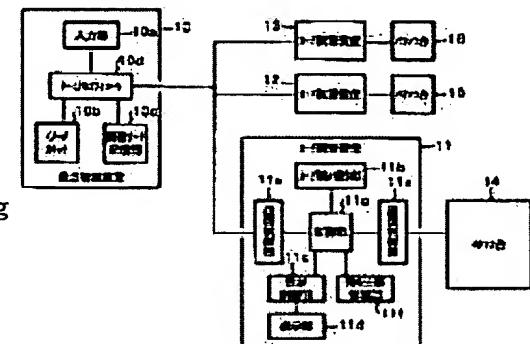
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(54) GAME MACHINE SYSTEM

(57) Abstract:

PROBLEM TO BE SOLVED: To let a player efficiently grasp prizes changeable with the number of game media of the player so as to improve concentration of players by sending the number of the game media to a prize controller, when the counted game media number is changed by a prescribed quantity and controlling an image data to be displayed on a display, when receiving the image data.

SOLUTION: When a card read and write part 11b receives a membership card, a control part 11g commands a pachinko machine 14 to start operation and when it receives data expressing the shooting number or the obtaining ball number from the pachinko machine 14, the control part outputs the data to a ball number control part 11f. When the number of balls held by the player which is controlled by the holding ball control part 11f is changed by a prescribed quantity, external appearance images of prizes corresponding to the holding ball number are requested to a prize control device 10 so that the picture data received therefrom is outputted on a display control part 11c. Use of the card mount device 11 and the pachinko machine 14 having the above constitution can supervise the holding number of the player at all times and display the picture images of the prizes corresponding to the holding ball number on the display part 11d.



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CLAIMS

[Claim(s)]

[Claim 1] In a game machine system exchanged for a predetermined premium to manage, a premium controlling device a game medium with which a game person gained and gained a game medium using a game machine said premium controlling device, A memory measure which memorizes image data concerning said premium, and when the number of game media is received from said game machine, Have an image data transmitting means which takes out image data of 1 or two or more premiums corresponding to this number of game media from said memory measure, and transmits to said game machine, and said

game machine, A displaying means which displays image data, and a counting means which calculates the number of game media which a game person in a game holds, A game machine system possessing a transmitting means which transmits this number of game media to said premium controlling device when the number of game media which said counting means calculated carries out specified quantity change, and a display control means which carries out display control of this image data to said displaying means when image data is received from said premium controlling device.

[Claim 2]Provide said game machine further and a personal information transmitting means which transmits said game person's personal information to said premium controlling device said image data transmitting means, The game machine system according to claim 1 taking out image data which suits personal information received from said game machine among image data of 1 or two or more premiums corresponding to this number of game media from said memory measure, and transmitting to said game machine when the number of game media is received from said game machine.

[Claim 3]The game machine system according to claim 1 when an image data transmitting means receives the number of game media from said game machine, wherein it takes out image data corresponding to a premium of an one-step higher rank from said memory measure and transmits to said game machine rather than a premium corresponding to this number of game media.

[Translation done.]

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Field of the Invention]This invention is a stage in the middle of a game especially about the game machine system with which game persons, such as pachinko, exchange the game medium which gained and gained the game medium using the game machine for the predetermined premium which a premium controlling device manages, It is related with the game machine system which can make a game person able to grasp efficiently a premium exchangeable for a game person's number of game media, can have it, and can heighten the draw.

[0002]

[Description of the Prior Art]Conventionally, after the game person of a pachinko parlor pays cash and acquires a pachinko ball, he feeds the acquired pachinko ball into a pachinko stand, performs a game, and exchanges for the premium corresponding to that balls number the pachinko ball gained by this game.

[0003]That is, since each game person was not able to grasp the gained balls number itself correctly until he actually calculates the gained number of pachinko balls, he was unknown in whether the gained pachinko ball is exchangeable for what kind of premium.

[0004]For this reason, while enclosing the pachinko ball of a predetermined number with a pachinko stand beforehand, the game system which each game person has and enabled it to grasp a balls number suitably is known for these days by providing the display which displays a balls number on this pachinko stand.

[0005]For example, JP,S63-99891,A has disclosed the pachinko game system constituted so that it might arrange and have a pachinko stand of the filled system which has a display which has and displays a balls number in inside of a shop and the 2nd valuable data substantially equivalent to a ball might be displayed on a display.

[0006]Therefore, since a game person has and a balls number can always be grasped if this conventional technology is used, as compared with the balls number which the various premiums displayed by the counter take, it can be judged whether a desired premium is acquirable.

[0007]

[Problem to be solved by the invention] However, even if it uses this conventional technology, since a variety of premiums are displayed, in order for a game person to get a desired premium, it is necessary on the counter of a pachinko parlor to write down whether the number of pachinko balls which this premium takes is memorized.

[0008] Since it is in the tendency which the pachinko parlor which attains differentiation with other stores by having premiums especially abundant these days in stock, or preparing an inexpensive loss leader increases, the burden of the game person at the time of grasping the balls number which a premium takes becomes large.

[0009] Since the balls numbers which a premium takes by an owner's intention and plan differ in many cases, respectively even if it is a pachinko parlor located in the neighborhood even if, the game person has to grasp the balls number which a premium takes for every store.

[0010] In order to choose a premium in many cases after having for the time being and paying a balls number when beginners perform pachinko, a possibility that the unnecessary premium which is not meant will come to hand is high.

[0011] For this reason, if it has been [whether the number of pachinko balls is exchangeable for what kind of premium, and] important SUBJECT in the stage in the middle of a game how this game person is made to grasp efficiently and this SUBJECT can be solved, differentiation with the other stores in accordance with preparation of abundant products offered and a loss leader can be promoted further.

[0012] This SUBJECT has played the important role also in not only the above-mentioned pachinko but a slot machine, or various game machines.

[0013] Then, this invention solves an aforementioned problem, it is a stage in the middle of a game, and an object of this invention is to provide the game machine system which can make a game person able to grasp efficiently a premium exchangeable for a game person's number of game media, can have it, and can heighten the draw.

[0014]

[Means for solving problem] In order that this invention may attain the above-mentioned purpose, the 1st invention is characterized by that the game machine system exchanged for the predetermined premium in which a premium controlling device manages the game medium with which the game person gained and gained the game medium using the game machine comprises:

The memory measure which memorizes the image data concerning said premium in said premium controlling device.

The displaying means which is provided with the image data transmitting means which takes out the image data of 1 or two or more premiums corresponding to this number of game media from said memory measure, and transmits to said game machine when the number of game media is received from said game machine and as which said game machine displays image data.

The counting means which calculates the number of game media which the game person in a game holds. The transmitting means which transmits this number of game media to said premium controlling device when the number of game media which said counting means calculated carries out specified quantity change, and the display control means which carries out display control of this image data to said displaying means when image data is received from said premium controlling device.

[0015] The 2nd invention possesses said game machine further, and the personal information transmitting means which transmits said game person's personal information to said premium controlling device said image data transmitting means, When the number of game media is received from said game machine, the image data which suits the personal information received from said game machine among the image data of 1 or two or more premiums corresponding to this number of game media is taken out from said memory measure, and it transmits to said game machine.

[0016] When an image data transmitting means receives the number of game media from said game machine, rather than the premium corresponding to this number of game media, the 3rd invention takes out the image data corresponding to the premium of an one-step higher rank from said memory measure, and transmits it to said game machine.

[0017]

[Mode for carrying out the invention] Hereafter, an embodiment of the invention is described with reference to Drawings. In this embodiment, when you enclose the pachinko ball of a predetermined number beforehand in a pachinko stand and you change the number of pachinko balls by a game person's game, suppose that the case where the pachinko stand which outputs this number of change to a card mounting

device is used is shown.

[0018] Drawing 1 is a figure showing the entire configuration of the pachinko game system used by a 1st embodiment.

[0019] The pachinko game system shown in drawing 1 is a system which constituted the premium exchangeable with the gained number of pachinko balls so that it could check at any time in the middle of a game, when a game person gains a pachinko ball with a desired pachinko stand.

[0020] If a game person gains the pachinko ball of a predetermined number using the pachinko stand 14, specifically, The image data of the premium which the card mounting device 11 formed corresponding to this pachinko stand 14 has from the premium controlling device 10, and can be exchanged for a ball is received, and the received image data is displayed on the display 11d.

[0021] Thus, this pachinko game system forms the card mounting devices 11-13 respectively corresponding to each pachinko stands 14-16, and is connected to the premium controlling device 10 via these card mounting devices 11-13.

[0022] This premium controlling device 10 is provided with the following.

It is a controlling device which manages the image data which shows the appearance image of a premium exchangeable for the pachinko ball which the game person gained, and is the input part 10a.

Image scanner 10b.

Image data memory section 10c.

Terminal controller 10d.

[0023] The input parts 10a are input devices, such as a keyboard and a mouse, for example, when performing reading operation of the appearance image of a premium, etc. from the pamphlet of each premium, they are used.

[0024] The image scanner 10b is an input device which reads the appearance image of a premium in the pamphlet of each premium, etc. optically, and outputs the read image data to the terminal controller 10d.

[0025] The image data memory sections 10c are storages, such as a hard disk accessed by the terminal controller 10d, and, specifically, the image data read with the image scanner 10b is stored in the inside of this image data memory section 10c as a file.

[0026] When it has the terminal controller 10d from each card mounting devices 11-13 and it receives a balls number while it manages the image data memorized to the image data memory section 10c, it is a treating part which has and sends out the image data of the premium corresponding to a balls number.

[0027] Specifically this terminal controller 10d, If table management of the number of pachinko balls which the file name and this premium of the image data which shows the appearance image of a premium take is matched and carried out, for example, the number of pachinko balls is received from the card mounting device 11, With reference to this table, the picture images of the premium corresponding to this number of pachinko balls are specified, and are transmitted to the card mounting device 11 of transmitting [the specified picture images] origin.

[0028] When the numbers of pachinko balls are received from the card mounting devices 11-13 by using the premium controlling device 10 which has this composition, the image data which shows the appearance image of the premium corresponding to this number of pachinko balls can be transmitted to the card mounting device of a requiring agency.

[0029] Next, the composition of the card mounting devices 11-13 and the pachinko stands 14-16 is explained. However, since each card mounting devices 11-13 and the pachinko stands 14-16 are considered as the same function, below, it is considered as the thing of explanation for which only the card mounting device 11 and the pachinko stand 14 are explained for convenience here.

[0030] Although here explains the case of explanation where it has three sets only of the pachinko stands 14-16 for convenience, hundreds of pachinko stands and card mounting devices will be actually connected to the premium controlling device 10.

[0031] As already explained, the pachinko stand 14 is a pachinko stand which enclosed the pachinko ball of the predetermined number with the inside beforehand, a game person has, and the balls number is constituted so that the card mounting device 11 may have and it may manage at the balls number Management Department 11f.

[0032] If a game person specifically equips with a membership card the card mounting device 11 formed in the upper part of the pachinko stand 14, this pachinko stand 14 will shift to a game possible state from a waiting state.

[0033] And the number of pachinko balls which the game person hammered out to the pachinko stand 14, When the pachinko ball which the card mounting device 11 manages as a used balls number and which it

had, decreased from the balls number and the game person hammered out wins a prize of a prize port, The acquisition balls number of a predetermined number is sent from the pachinko stand 14 to the card mounting device 11, the game person whom this card mounting device 11 manages has, and it is added to a balls number.

[0034]The card mounting device 11 is provided with the following.

It is the equipment which adjoined the pachinko stand 14 and was allocated so that the pachinko game using a membership card can be performed, and it is the communication control part 11a.

Card write part 11b.

Display control part 11c.

It has with the display 11d and the communication control part 11e, and they are the balls number Management Department 11f and the control section 11g.

[0035]The communication control part 11a is an input output section which bears the data communications between the premium controlling devices 10, and it receives the image data which shows the appearance image of a premium from this premium controlling device 10 while it has it to the premium controlling device 10 and it specifically transmits a balls number.

[0036]The card write part 11b is a treating part which writes in the data from a membership card to a game person's reading and membership card of data, it has the card write part 11b to this membership card, and, specifically, they are writing the balls number. [reading and]

[0037]Although those details are mentioned later, in a 2nd embodiment, the game person's personal data are read from the membership card using this card write part.

[0038]The display control part 11c is a control section which carries out display control of the image data of a premium which received from the premium controlling device 10 to the display 11d which comprises a color liquid crystal panel etc., and the communication control part 11e is a data transmission and reception part which manages data communications with the pachinko stand 14.

[0039]by having, the game person was the Management Department which holds at present and which has and manages a balls number, and specifically, the balls number Management Department 11f memorized to the membership card, if the card write part 11b was equipped with the membership card -- it has and a balls number is set up.

[0040]And if a game person starts a game and a pachinko ball is hammered out by the pachinko stand, It receives and has data in which this number of printing is shown from a pachinko stand, and subtracts from a balls number, and when the hammered-out ball wins a prize of the prize port of a pachinko stand, the data in which an acquisition balls number is shown is received from a pachinko stand, and it has it, and adds to a balls number.

[0041]The control section 11g is data transfer with whole card mounting device 11 control and premium controlling device 10, etc. a control section to perform, and specifically, If the data in which it hammers out from this pachinko stand 14, and a number or an acquisition balls number is shown is received while directing an operation start to the pachinko stand 14, if the card write part 11b receives a membership card, it will output to the balls number Management Department 11f with this data.

[0042]If a game person whom it has and the balls number Management Department 11f manages has and a balls number carries out specified quantity change, an appearance image of a premium corresponding to this **** balls number will be required of the premium controlling device 10, and image data received from this premium controlling device 10 will be outputted to the display control part 11c.

[0043]While a game person has and monitoring a balls number continuously by using the card mounting device 11 and the pachinko stand 14 which have the above-mentioned composition, it becomes possible to display these picture images of a premium corresponding to [have and] a balls number on the display 11d.

[0044]Next, appearance of the pachinko stand 14 and the card mounting device 11 which are shown in drawing 1 is explained concretely.

[0045]Drawing 2 is a figure showing an example of appearance of the pachinko stand 14 and the card mounting device 11 which are shown in drawing 1.

[0046]Drawing 2 (a) shows the front view of the pachinko stand 14 and the card mounting device 11, and the figure (b) shows the perspective view of the card mounting device 11. As illustrated to these, this card mounting device 11 is installed in the upper part of the pachinko stand 14, and has accommodated the data line 25 between the pachinko stands 14, and the communication line 21 with the premium controlling device 10.

[0047]This card mounting device 11 is provided with the following.

The card write part 11b which write the data to a membership card. besides the display 11d which displays the appearance image of a premium, it has and a balls number is displayed -- having -- the balls number display 22.

Loudspeaker 23.

The bell button 24 and the lamp 25.

[0048]And if it equips with a membership card to the card write part 11b when using the pachinko stand 14 which requires a game person. While it was recorded on the membership card, have, and a balls number has, having via the balls number Management Department 11f, being displayed on the balls number display 22 and the pachinko stand's 14 shifting to a game possible state, the image data of this premium corresponding to [have and] a balls number is acquired from the premium controlling device 10, and it displays on the display 11d.

[0049]And while having and updating the display information of the balls number display 22 one by one since [the] it has and a balls number is changed one by one though natural if a game person starts the game using the pachinko stand 14. When [this] it has and a balls number carries out specified quantity change, the image data of the premium corresponding to this **** balls number is required of the premium controlling device 10, and the appearance image of the premium displayed on the display 11d is updated.

[0050]For this reason, the game person of the pachinko stand 14 can check the appearance image of the premium which it has in the middle of a game, and can be exchanged for a ball at any time.

[0051]Next, the composition and procedure of the above-mentioned pachinko stand 14 and the card mounting device 11 are explained concretely.

[0052]Drawing 3 is a block diagram showing the concrete composition of the pachinko stand 14 shown in drawing 1.

[0053]The central processing unit (CPU) 30 with which this pachinko stand 14 controls the whole pachinko stand to be shown in drawing 3. It consists of the memory 33 which serves as the game display 31 allocated by the front face of the pachinko stand 14, and the various key buttons 32 from RAM and ROM, the game program 34, the communication control part 35, and the actuator 36 that drives a lamp, a tulip, a ***** part, a bell, etc.

[0054]And if the power supply of the pachinko stand 14 is switched on, CPU30 will load the predetermined data memorized in the game program 34 and the memory 33, and will shift to an operation enabling way. While starting the display of the game display 31, the input of each key button 32 is made into a reception enabled state, and, specifically, the communication control part 35 is initialized.

[0055]However, it shifts to a waiting state until it will receive the directions from the card mounting device 11, if this pachinko stand passes [predetermined time] once being in an operation enabling way.

[0056]If the game by a game person is started, CPU30 will grasp the balls number which the game person hammered out, and the acquisition balls number which won a prize, and will notify it to the card mounting device 11 via the communication control part 35.

[0057]Next, the composition of the card mounting device 11 shown in drawing 1 is explained.

[0058]Drawing 4 is a block diagram showing the concrete composition of the card mounting device 11 shown in drawing 1.

[0059]As shown in drawing 4, this card mounting device 11, The central processing unit (CPU) 40 which controls the whole card mounting device 11, The display 11d which displays the appearance image of a premium, and the various key buttons 41, It consists of the memory 42 which consists of RAM and a ROM, the operation program 43 of the card mounting device 11, the card write part 11b, the loudspeaker control section 44, the communication control part 11a turned premium controlling device 10, and the communication control part 11e turned pachinko stand 14.

[0060]CPU40 which loaded predetermined data of the program 43 and the memory 42 will bear a function of the display control part 11c shown in drawing 1, and three function parts which it has and are called the balls number Management Department 11f and the control section 11g. However, improvement in the speed of processing can also be attained by having, for example, and providing and carrying out parallel processing of the CPU only for management of the balls number Management Department 11f.

[0061]And if a power supply of the card mounting device 11 is switched on, CPU40 will load predetermined data of the program 43 and the memory 42, and the card mounting device 11 will shift to a mode which can be operated.

[0062]Then, it shifts to a waiting state until the card write part 11b will be equipped with a game person's membership card, if operation of the various key buttons 41, the card write part 11b, and the loudspeaker control section 44 is attained.

[0063] And if the card write part 11b receives a membership card, CPU40, After a game person whom a membership card remembers having, reading a balls number and memorizing to a RAM area of the memory 42, while directing shift to operational mode to the pachinko stand 14 via the communication control part 11e, this **** balls number is transmitted to the premium controlling device 10 via the communication control part 11a. If it has from this premium controlling device 10 and image data of a premium corresponding to a balls number is received, this image data will be displayed on the display 11d.

[0064] the game by a game person was started, and if the balls number driven into the pachinko stand 14 via the communication control part 11e and the acquisition balls number were received, it memorized in the memory 42 -- it has and a balls number is updated. When [which was memorized in this memory 42] it has and a balls number carries out specified quantity change, it has in the premium controlling device 10 via the communication control part 11a, and a balls number is transmitted.

[0065] Next, the structure of the data memorized in the RAM area of the above-mentioned memory 42 is explained.

[0066] Drawing 5 is a figure showing an example of the data memorized in the RAM area of the memory 42 shown in drawing 4.

[0067] As shown in drawing 5, the personal data 51 memorized by the card in which a game person's membership number, etc. are shown, and the beginning have in this RAM area 50, it has in play and the balls number 53, the stand number 54, the IN balls number 55, the OUT balls number 56, and the image data 57 are remembered to be the balls numbers 52.

[0068] And when [this] it has by a game and a balls number is changed, have, it updated and has contents data of the balls number 53, change of a balls number is answered and new image data is gained from the premium controlling device 10, the image data 57 is updated.

[0069] Next, procedure of this card mounting device 11 is explained. However, after [expedient] explaining here, explanation of display processing of picture images of a premium just behind card insertion is omitted.

[0070] Drawing 6 is a flow chart which shows procedure of the card mounting device 11 shown in drawing 1.

[0071] As shown in drawing 6, this card mounting device 11, It is in a waiting state until the card write part 11b is equipped with a membership card by game person (Step 601). If this card write part 11b is equipped with a membership card (Step 602), this membership card would memorize, and it will have, will read and have a balls number etc., and will manage at the balls number Management Department 11f (Step 603).

[0072] and if the game by the game person using the pachinko stand 14 is started and placing and winning a prize of a pachinko ball to the pachinko stand 14 arise, it will have according to this game situation, and the balls number Management Department 11f will manage -- it has and a balls number is updated (Step 604).

[0073] If it comes to change the premium which repeats and has processing of Step 604, and more than the specified quantity changes a ball, it has, and can be exchanged for a ball in order that (Step 605) and a premium may not change, in [this] having and more than the specified quantity's not changing a balls number, this -- it has, a balls number is transmitted to the premium controlling device 10, and the image data of a new premium is required (Step 606). At this time, the specified quantity measured at Step 605 is updated.

[0074] And if image data is received from this premium controlling device 10 (Step 607), the image data which received will be displayed on the display 11d, and the picture images of a premium will be updated (Step 608).

[0075] If it shifts to Step 604, the above-mentioned processing is repeated and a card return button is pushed until a game person does the depression of the card return button in the middle of a game (Step 609). After the present's having and writing a balls number in a membership card, (Step 610) is returned, and a membership card is returned to a game person (Step 611).

[0076] Thus, suppose this card mounting device 11 that image data which the present has and a game person can exchange for a ball is always displayed on the display 11d.

[0077] Next, an example of an appearance image of a premium displayed on the display 11d of the card mounting device 11 is explained.

[0078] Drawing 7 is a figure showing an example of an appearance image of a premium displayed on the display 11d shown in drawing 1.

[0079] A picture of a premium corresponding to [have and] a balls number memorized by membership card is acquired from the premium controlling device 10, displaying a message of "welcome", if a game person equips the card write part 11b with a membership card first, as shown in drawing 7 (a).

[0080] For example, an appearance image of a handkerchief by A [which was memorized by this

membership card] company which shows a balls number in the figure (b) by having in being exchangeable, a handkerchief by A company and is displayed on the display 11d.

[0081]then, a game person -- ** -- when it has a fixed quantity and a balls number is increased, it has the card mounting device 11 in the premium controlling device 10, it transmits a balls number, and requires image data of a new premium.

[0082]For example, image data on which a game person has at the time, and the display 11d is displayed as a handkerchief by B company in a balls number when exchangeable is updated by appearance image of a handkerchief by B company shown in the figure (c).

[0083]Then, if it has further, and a balls number will be increased, a game person will have at the time and a game person can exchange a balls number for a handbag by C company, image data displayed on the display 11d will be updated by appearance image of a handbag by C company shown in the figure (d).

[0084]Thus, in this card mounting device 11, since a game person has and an appearance image of a balls number and an exchangeable premium is updated one by one in play, each game person can have at a glance, and can grasp added value of a ball.

[0085]As mentioned above, in a 1st embodiment. The display 11b is formed in the card mounting devices 11-13 which intervene between the pachinko stands 14-16 and the premium controlling device 10, respectively. Since it constituted so that an appearance image of this premium that has, answers a balls number and is transmitted from the premium controlling device 10 might be displayed on the display 11b when a game person had and a ball carried out specified quantity change, an effect taken below is acquired.

[0086]1) A game person can be made to grasp efficiently the premium which a game person has and can be exchanged for a balls number in the stage in the middle of a game.

[0087]2) It can plan and have the quality improvement of customer service, and the draw can be heightened.

[0088]3) The body of the industry where a special gift tends to be overemphasized can be corrected and it can contribute to the improvement in the health of the industry.

[0089]4) The loss leader provided for every pachinko parlor can be made well-known.

[0090]Although a 1st embodiment explained for convenience the case of explanation where only the appearance image of a premium was held with the premium controlling device 10, it is also possible to hold the data in which the feature of a premium is shown, and the data which combined this data with image data.

[0091]In a 1st embodiment, when a game person had and a balls number carried out predetermined number change, we decided to update image data, but when it has abundant premiums, it is also possible to update image data in real time.

[0092]By the way, in a 1st embodiment of the above, it writes with displaying the premium which it only has and can be exchanged for a ball on a display, and it becomes conditions that the displayed premium is attractive for a game person.

[0093]However, a game person's liking is difficult for always displaying a premium attractive for all game persons on a display by age, sex, a hobby, etc., since it is of infinite variety.

[0094]So, below, a game person's age, sex, a hobby, etc. are taken into consideration, and a 2nd embodiment that displays an attractive premium for a game person is described. However, in a 2nd embodiment, the data about a game person's age, sex, and hobby shall be recorded on a membership card at the time of card issuing.

[0095]Drawing 8 is a block diagram showing the composition of the pachinko game system used by a 2nd embodiment. About the function part which has the same function as drawing 1, the explanation is omitted as attaching identical codes.

[0096]The pachinko game system shown in drawing 8 is constituted so that the premium controlling device 80 may choose the premium which suited the game person and the appearance image of the selected premium may be displayed on the display 11d of the card mounting device 83 based on personal data, such as a game person's age recorded on the membership card, sex, and a hobby. Although the above-mentioned individual data is read from a membership card here, memorized personal data can also be used for the memory storage of a pachinko parlor based on the membership number of a membership card.

[0097]With the card mounting device 83, when the card write part 11b is equipped with a membership card, it has, the data concerning not only a balls number but a game person's age, sex, and a hobby is read in this membership card, and, specifically, it outputs to the control section 85.

[0098]And the control section 85 which received these data outputs the personal data called a game person's age, sex, and hobby while having and outputting to the balls number Management Department 11f

with a balls number to the personal-data informing part 84.

[0099]And the personal-data informing part 84 which received these personal data sends out these personal data to the premium controlling device 80 with the stand number of a pachinko stand via the communication control part 11a.

[0100]On the other hand, the terminal controller 82 of the premium controlling device 80 which received these personal data matches these personal data with the stand number of a pachinko stand, and memorizes them to the personal-data storage parts store 81.

[0101]Drawing 9 is a figure showing an example of the personal-data management table which the personal-data storage parts store 81 shown in drawing 8 memorizes.

[0102]As shown in drawing 9, this personal-data management table 90 has memorized a game person's age data 92, sex data 93, and hobby data 94 every stand number 91 of a pachinko stand.

[0103]Here, a numerical value corresponding to a game person's age is stored in a game person's age data 92, and in the case of a male, when '1' is a woman, '0' is stored at the sex data 93. A maximum of three code numbers corresponding to a game person's hobby are stored in the hobby data 94.

[0104]For example, a game person of a stand number "1" is a 20-year-old male, and shows that tennis (code number 22), skiing (code number 31), and a trip (code number 46) are taken a hobby, and a game person of a stand number "256" is a 60-year-old male, and shows that golf is played a hobby.

[0105]And if the terminal controller 82 has from the card mounting device 83 and receives a balls number and a stand number, image data of a premium which suited these personal data most among two or more of these premiums that have and correspond to a balls number will be transmitted to the card mounting device 83.

[0106]Thus, in this pachinko game system, it is supposed that an appearance image of a premium which suited this game person most is displayed on the display 11d based on a game person's age, sex, a hobby, etc.

[0107]Next, procedure at the time of the terminal controller 82 shown in drawing 8 transmitting image data of a premium is explained concretely.

[0108]Drawing 10 is a flow chart which shows procedure at the time of the terminal controller 82 shown in drawing 8 transmitting image data of a premium.

[0109]As shown in drawing 10, this terminal controller 82, If it has from the card mounting device 83 and a balls number is received (Step 1001), the image data (it is called the following "premium candidate image data") of two or more premiums which have and correspond to a balls number which received is specified out of the image data memorized to the image data memory section 10c (Step 1002).

[0110]Then, this terminal controller 82, The personal data of the game person corresponding to this membership number it had and was received with the balls number are taken out from the personal-data storage parts store 81 (Step 1003). The image data of the premium which suits these personal data most is chosen from two or more above-mentioned premium candidate image data (Step 1004), and the image data of the selected premium is outputted to the card mounting device 83 (Step 1005).

[0111]In order to choose the image data based on these personal data, this terminal controller 82 is inherent beforehand in the premium management table which matched the premium with age, sex, and a hobby.

[0112]By a 2nd embodiment, as mentioned above, when a game person equips the card mounting device 83 with a membership card, the personal data from this membership card are read, and it transmits to the premium controlling device 80. In using the personal data memorized to the memory storage of the pachinko parlor, it stores personal data in memory storage at the time of membership card issue.

[0113]And if the premium controlling device 80 which manages these personal data has from the card mounting device 83 and a balls number is received, Since it constituted so that the image data of the premium which has and suits personal data most among this premium corresponding to a balls number might be transmitted to the card mounting device 83, the premium which is attractive for a game person can be displayed.

[0114]By the way, although the game person decided to display the image data of the premium corresponding to [have and] a balls number held now in 1st and 2nd embodiments of the above, I would like to grasp the premium at the time of the present having and increasing a balls number further for the game person who continues a game being conscious of a victory in many cases.

[0115]So, below, rank attachment of the premium is carried out at two or more stages, and a game person describes a 3rd embodiment that displays the image data of the premium of the rank corresponding to [have and] a balls number held now, and the image data of the premium of an one-rank higher rank.

[0116]Since an entire configuration of a pachinko game system used by a 3rd embodiment and composition

of a pachinko stand and a card mounting device become what is shown in drawing 8, and the same thing, below, suppose that they are explained centering on a premium controlling device.

[0117]Drawing 11 is a block diagram showing composition of the premium controlling device 110 used by a 3rd embodiment.

[0118]When a game person has the premium controlling device 110 shown in drawing 11 and a balls number is received from a card mounting device, rather than a premium corresponding to this **** balls number, are image data of a premium of an one-rank higher rank equipment which transmits to a card mounting device, and The input part 10a, It consists of the image scanner 10b, the image data memory section 10c, the premium management table 111, and the terminal controller 112.

[0119]The premium management table 111 is a table which matched the premium which a game person has and can be exchanged for a balls number and this **** balls number, and matches and holds the file name which it has and is specifically memorized to the numerical value and the image data memory section 10c corresponding to a balls number.

[0120]However, in this premium management table 111, while classifying a premium according to a system, rank attachment of the premium contained in each system was carried out, respectively, and it is managed.

[0121]Drawing 12 is a figure showing an example of this premium management table 111.

[0122]As shown in drawing 12, this premium management table 111, Each premium is classified into two or more systems based on the Type for which it asked experientially along with the personal data memorized to the personal-data storage parts store 81, and the case where the system of "the handkerchief for women, a handbag", "golf equipment", a "tennis article", etc., etc. is established is shown here.

[0123]each system at the three-stage of "the rank 1", the "rank 2", and the "rank 3" in the case of the system of a rank attachment **** cage, for example, "the handkerchief for women and a handbag." "The handkerchief by A company" corresponds to the rank 1, "the handkerchief by B company" corresponds to the rank 2, and "the handbag by C company" corresponds to the rank 3.

[0124]Here, the file name of the image data of a premium of explanation which is actually called for convenience "A1.dat", "A2.dat", and "A3.dat" although explanation of a premium was indicated in the table is stored.

[0125]For this reason, if a system is specified based on personal data, an exchangeable premium and its rank, and the premium of an one-rank higher rank can be specified now by a game person's having and comparing a balls number with the balls number which the premium within the specified system takes.

[0126]If it returns to explanation of drawing 11 again, if the stand number of personal data and a pachinko stand is received from a card mounting device, the terminal controller 112 shown in drawing 11 matches these personal data with a stand number, and stores them in the personal-data storage parts store 81.

[0127]Then, if it has from this card mounting device and a balls number and a stand number are received, The system of a premium is specified based on the personal data memorized to the personal-data storage parts store 81. A game person's present **** balls number is compared with the balls number which the premium contained in the specified system takes based on the premium management table 111, and the present **** balls number, the file name of an exchangeable premium, and the file name of the premium of an one-rank higher rank are specified.

[0128]And the image data of the specified premium and the image data of the premium of an one-rank higher rank are taken out from the image data memory section 10c, and it transmits to a card mounting device.

[0129]Thus, this terminal controller 112 supposes that the image data of the premium of an one-rank higher rank will be transmitted to a card mounting device not only rather than the image data of the premium which it has and can be exchanged for a balls number but rather than this premium.

[0130]Next, an example which displays the image data which the above-mentioned premium controlling device 110 transmitted on the display of a card mounting device is explained. However, the system of "the handkerchief for women and the handbag" should be specified here based on personal data.

[0131]Drawing 13 is a figure showing an example which displays the image data which the premium controlling device 110 shown in drawing 11 transmitted on the display of a card mounting device.

[0132]If a game person carries a membership card first as shown in drawing 13 (a), the message of "welcome" will be displayed.

[0133]And the game person in this time has, for example, and the appearance image of the handkerchief by A shrine which shows a balls number in the figure (b) in being exchangeable, the handkerchief by A company and, and the appearance image of the handkerchief by B company of 1 level higher rank are displayed on a display.

[0134]then, a game person --- ** --- when it has a fixed quantity and a balls number is increased, it has the card mounting device 11 in the premium controlling device 10, it transmits a balls number, and requires the image data of a new premium.

[0135]For example, the image data on which a game person has at the time, and a display is displayed as the handkerchief by B company in a balls number when exchangeable is updated by the appearance image of the handkerchief by B company and the appearance image of the handbag by C company of 1 level higher rank which are shown in the figure (c).

[0136]Then, if it has further, and a balls number will be increased, a game person will have at the time and a game person can exchange a balls number for the handbag by C company, the image data displayed on the display 11d will be updated by only the appearance image of the handbag by C company shown in the figure (d).

[0137]As mentioned above, in a 3rd embodiment. Since it constituted so that the image data of the premium corresponding to this **** balls number and the image data of the premium of an one-rank higher rank might be transmitted to a card mounting device when the premium controlling device 110 had from a card mounting device and a balls number was received, The premium at the time of having in a game person and a balls number increasing is made to be able to know, it can have, and a game person's game motivation can be promoted.

[0138]By the above 1st – a 3rd embodiment, in order to reduce processing of a pachinko stand, the case where a display was provided was shown in the card mounting devices 11–13, but it is also possible for this invention not to be limited to this and to provide a display in some pachinko stands.

[0139]Although the above 1st – a 3rd embodiment showed the case where had and the appearance image of the goods corresponding to a balls number was displayed, it is also possible for this invention not to be limited to this and to display the appearance of a special gift, etc.

[0140]In the above 1st – a 3rd embodiment, in order to have and to make calculation of a balls number easy, decided that the case where the pachinko ball of a predetermined number is enclosed with a pachinko stand for this invention is shown, but. This invention is not limited to this and can be applied to the various pachinko stands which have in a pachinko game and calculate a balls number.

[0141]For example, even if it is except a pachinko stand of the above-mentioned enclosure system, it is also possible to apply this invention to a pachinko stand which pays out with a suction opening of a pachinko ball, forms a counter in a mouth, has from a difference of these counters, and specifies a balls number.

[0142]Even if it enables it to choose with the switch which provided a series of an exchangeable premium to display in a card mounting device and is the same woman, it is also possible to enrich variety of selection by changing a kind of handkerchief and a kind of handbag.

[0143]

[Effect of the Invention]As explained to details above, if a premium controlling device receives the number of game media which a game person holds from a game machine, this invention, Since the game machine which transmitted the image data of 1 or two or more premiums corresponding to this number of game media to the game machine, and received this image data was constituted so that display control of this image data might be carried out to a displaying means, the effect taken below is acquired.

[0144]1) It becomes possible to make a game person grasp efficiently a premium exchangeable for a game person's number of game media in the stage in the middle of a game.

[0145]2) It becomes possible to plan and have the quality improvement of customer service and to heighten the draw.

[0146]3) It becomes possible to make well-known the loss leader provided for every game store to a game person.

[0147]As for this invention, a game machine transmits a game person's personal information to a premium controlling device, Since it constituted so that the image data which suits the personal information received from the game machine among the image data of 1 or two or more premiums corresponding to this number of game media might be transmitted to a game machine when a premium controlling device received the number of game media from a game machine, it becomes possible for a game person to display an attractive premium.

[0148]Since this invention was constituted so that the image data corresponding to the premium of an one-step higher rank might be transmitted to a game machine rather than the premium corresponding to this number of game media when a premium controlling device received the number of game media from a game machine, A game person is made to know the premium at the time of the number of game media increasing, and it becomes possible to have and to promote a game person's game motivation.

[Translation done.]

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3. In the drawings, any words are not translated.

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] The figure showing the entire configuration of the pachinko game system used by a 1st embodiment.

[Drawing 2] The figure showing an example of the appearance of the pachinko stand and card mounting device which are shown in drawing 1.

[Drawing 3] The block diagram showing the concrete composition of the pachinko stand shown in drawing 1.

[Drawing 4] The block diagram showing the concrete composition of the card mounting device shown in drawing 1.

[Drawing 5] The figure showing an example of the data memorized in the RAM area of the memory shown in drawing 4.

[Drawing 6] The flow chart which shows the procedure of the card mounting device shown in drawing 1.

[Drawing 7] The figure showing an example of the appearance image of the premium displayed on the display shown in drawing 1.

[Drawing 8] The block diagram showing the composition of the pachinko game system used by a 2nd embodiment.

[Drawing 9] The figure showing an example of the personal-data management table which the personal-data storage parts store shown in drawing 8 memorizes.

[Drawing 10] The flow chart which shows the procedure at the time of the terminal controller shown in drawing 8 transmitting the image data of a premium.

[Drawing 11] The block diagram showing the composition of the premium controlling device used by a 3rd embodiment.

[Drawing 12] The figure showing an example of the premium management table shown in drawing 11.

[Drawing 13] The figure showing an example which displays the image data which the premium controlling device shown in drawing 11 transmitted on the display of a card mounting device.

[Explanations of letters or numerals]

10 -- A premium controlling device and 10a -- An input part and 10b -- Image scanner, 10c -- An image data memory section and ten d -- A terminal controller, 11-13 -- Card mounting device, 11a -- A communication control part, 11b -- A card write part and 11c -- Display control part, 11d -- A display, 11e -- A communication control part and 11 f -- Have and Balls number Management Department, 11g [-- Have and Balls number display,] -- A control section, 14-16 -- A pachinko stand, 21 -- A communication line and 22 23 [-- CPU, 31 / -- Game display,] -- A loudspeaker, 24 -- A bell button and 25 -- A lamp, 30 32 [-- Communication control part,] -- Various key buttons, 33 -- A memory and 34 -- A game program and 35 40 [-- Program,] -- CPU, 41 -- Various key buttons and 42 -- A memory, 43 44 -- A loudspeaker control section and 50 -- A RAM area, 80 -- Premium controlling device, 81 [-- A personal-data informing part and 85 / -- A control section, 90 / -- A personal-data management table, 110 / -- A premium controlling device and 111 / -- A premium management table, 112 / -- Terminal controller] -- A personal-data storage parts store, 82 -- A terminal controller, and 83, 86, 87 -- A card mounting device, 84

[Translation done.]

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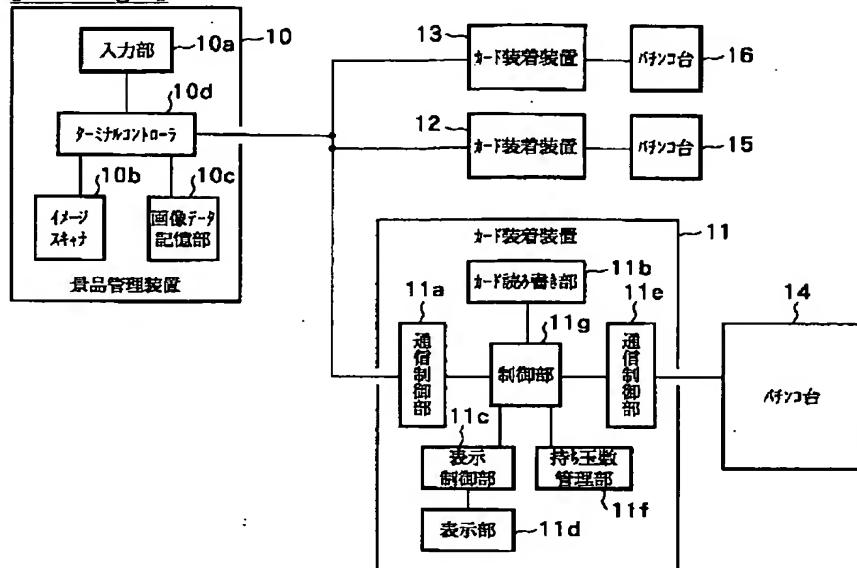
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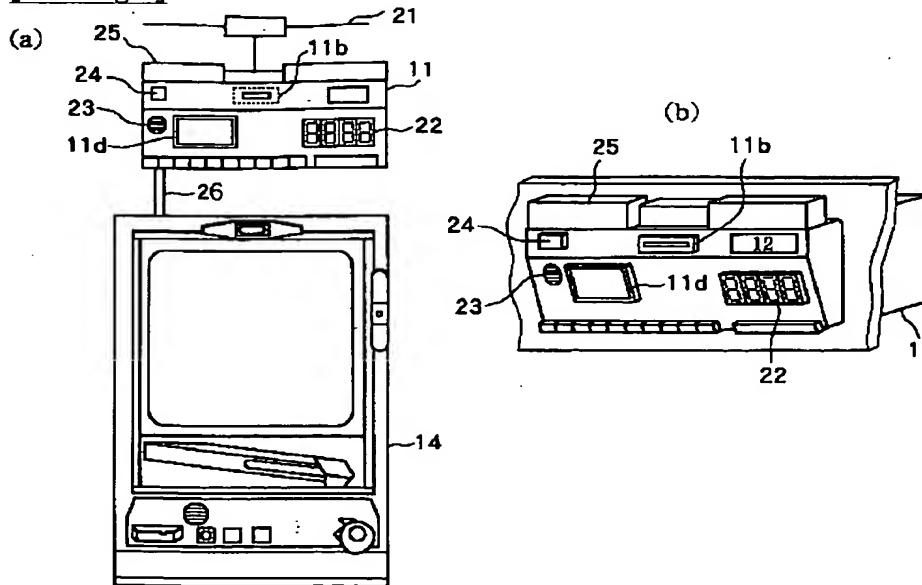
3. In the drawings, any words are not translated.

DRAWINGS

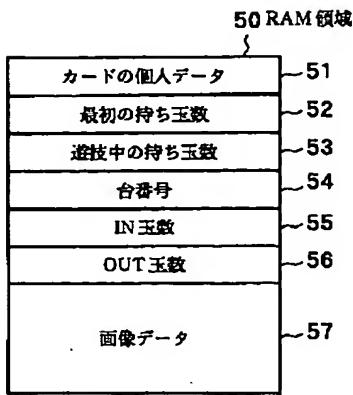
[Drawing 1]



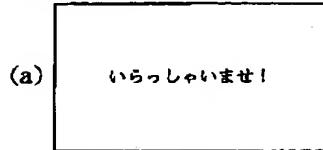
[Drawing 2]



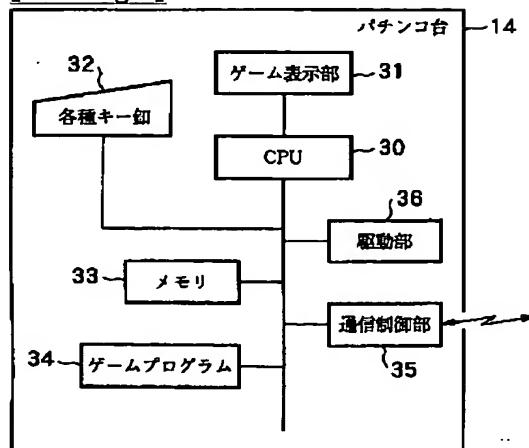
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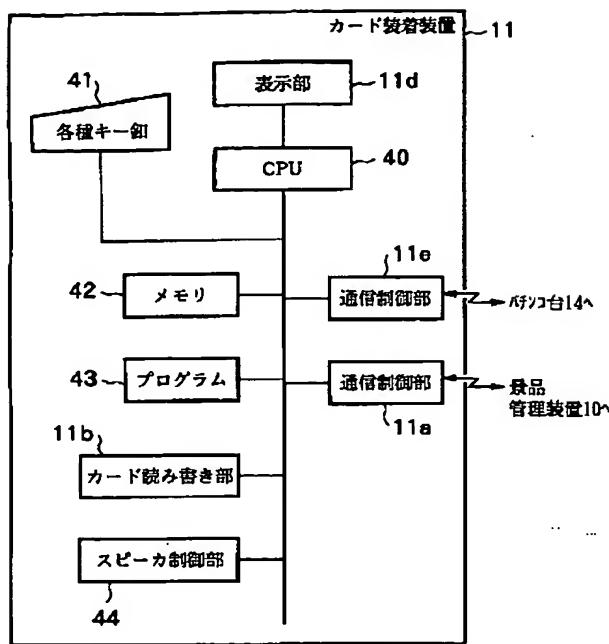
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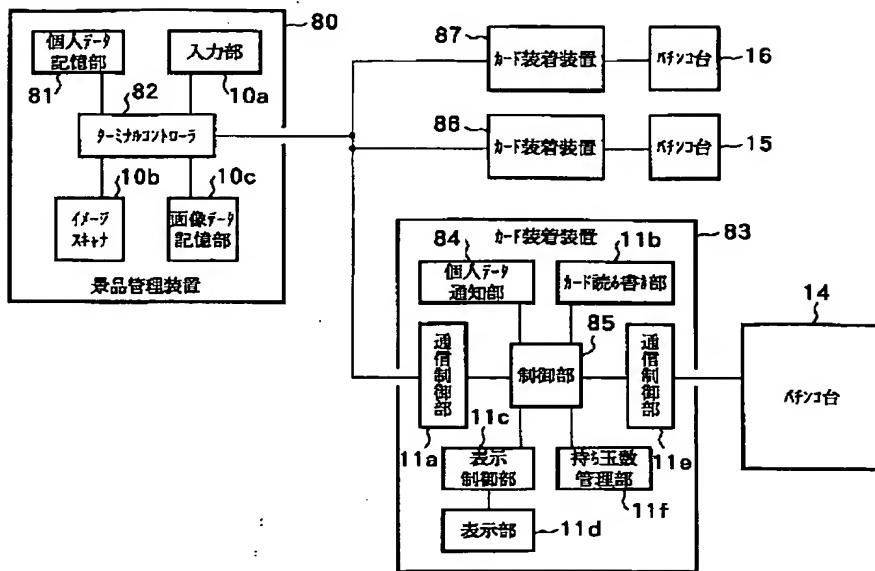
[Drawing 3]



[Drawing 4]



[Drawing 8]

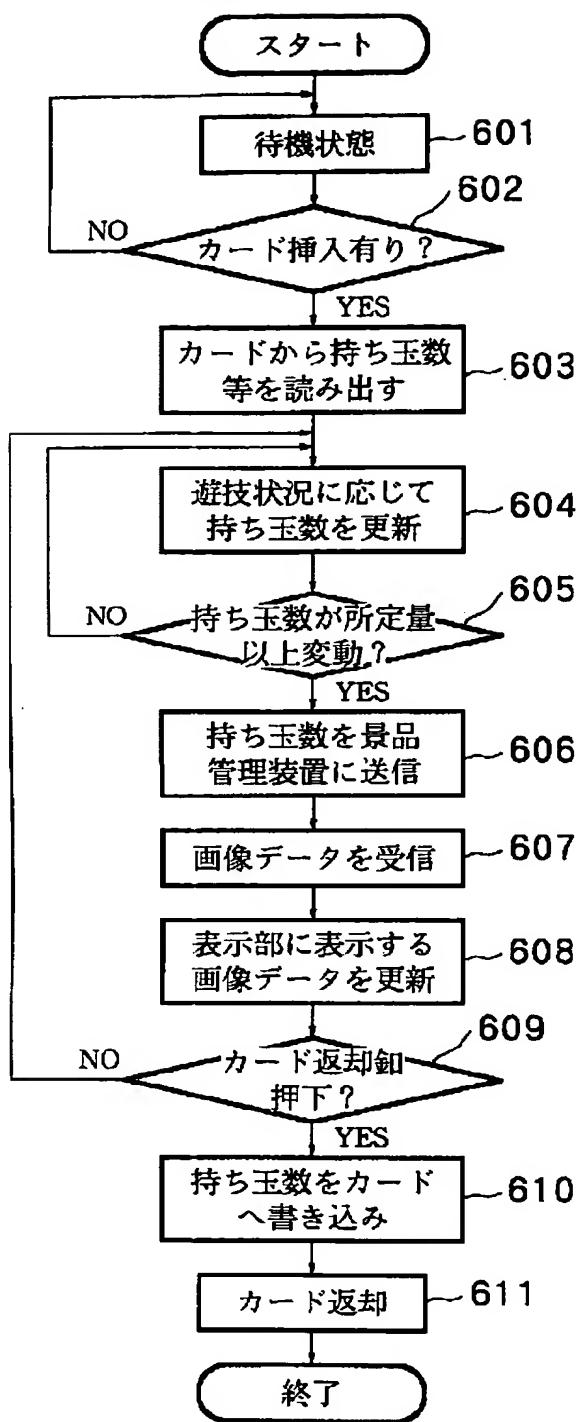


[Drawing 9]

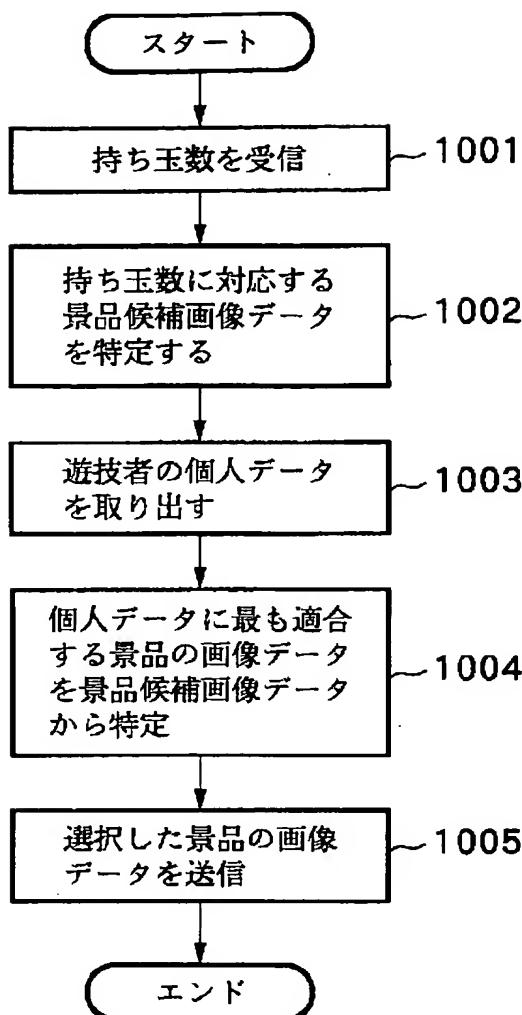
合番号	年令	性別	趣味		
1	20	1	22	31	48
2	47	0	15	18	—
3	—	—	—	—	—
4	—	—	—	—	—
256	60	1	85	—	—

90 個人データ管理テーブル

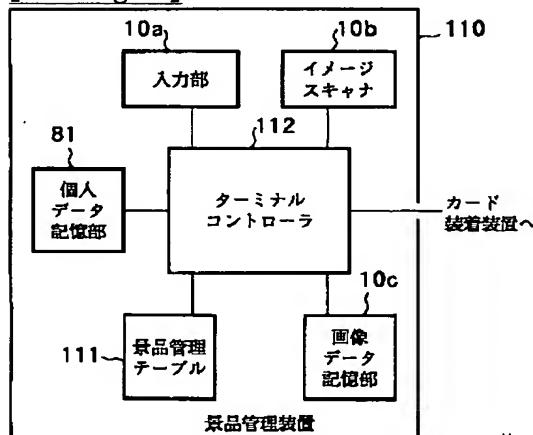
[Drawing 6]



[Drawing 10]



[Drawing 11]

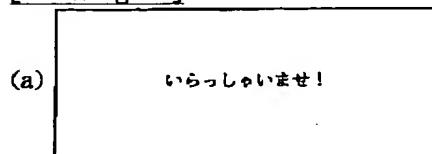


[Drawing 12]

111景品管理テーブル

	ランク 1	ランク 2	ランク 3
女性用ハンカチ ハンドバック	A 社製ハンカチ (A1.dat)	B 社製ハンカチ (A2.dat)	C 社製 ハンドバック (A3.dat)
ゴルフ用品	ゴルフボール (B1.dat)	ゴルフシューズ (B2.dat)	ゴルフクラブ (B3.dat)
テニス用品	テニスボール (Z1.dat)	テニスシューズ (Z2.dat)	テニスラケット (Z3.dat) ...

[Drawing 13]



[Translation done.]

【特許請求の範囲】

【請求項1】 遊技者が遊技機を用いて遊技媒体を獲得し、獲得した遊技媒体を販売する所定の所で、前記販売品と交換する遊技機システムにおいて、前記販売品管理装置は、前記販売品に係わる画像データを記憶する記憶手段と、前記遊技機から遊技媒体数を受け付ける際に、該遊技媒体数に対する玉数の販売の画像データを前記記憶手段から取り出して前記遊技機に送信する画像データを備え、前記遊技機は、画像データを表示する表示手段と、遊技中の遊技者が保有する遊技媒体数を計数する計数手段と、前記計数手段が計数した遊技媒体数が所定玉数に達した際に、該遊技媒体数を前記販売品管理装置に送信する送信手段と、前記遊技機から画像データを受信した際に、該画像データを前記表示手段に表示制御する表示制御手段とを特徴とする遊技機システム。

【請求項2】 前記遊技機は、前記販売品管理装置の個人情報を前記販売品管理装置に送信する個人情報送信手段をさらに具備し、前記画像データ送信手段は、前記遊技機から受け付けていた際に、該遊技媒体数を受け付ける際に、該遊技媒体数を前記販売品管理装置に送信する送信手段と、前記遊技機から受け付けていた際に、該遊技媒体数が所定玉数に達した際に、該遊技媒体数を前記販売品管理装置に送信する送信手段と、前記遊技機から受け付けていた際に、該遊技媒体数が所定玉数に達した際に、該遊技媒体数を前記販売品管理装置に送信する送信手段とを特徴とする遊技機システム。

【請求項3】 画像データ送信手段は、前記遊技機から遊技媒体数を受け付けていた際に、該遊技媒体数が所定玉数に達した際に、該遊技媒体数を前記販売品管理装置に送信する送信手段と、前記遊技機から受け付けていた際に、該遊技媒体数が所定玉数に達した際に、該遊技媒体数を前記販売品管理装置に送信する送信手段と、前記遊技機から受け付けていた際に、該遊技媒体数が所定玉数に達した際に、該遊技媒体数を前記販売品管理装置に送信する送信手段とを特徴とする請求項1記載の遊技機システム。

【発明の名稱】 遊技機システム

【(57)【要約】

【課題】 遊技途中の段階で、遊技者の遊技媒体数と交換できる販売品を遊技者に効率よく把握させ、もって集客力を高めることができる遊技機システムを提供すること。

【解決手段】 パチンコ台1～16と販売品管理装置10の間にそれ介在するカード接続装置11～13に表示部11bを設け、遊技者の持ち玉が所定玉数に達した際に、この持ち玉数に応答して販売品管理装置10から送信される販売品の外観イメージを表示部11b上に表示する。

【発明の詳細な説明】

【(0001)】 【従来の技術】 従来、パチンコ店の遊技者は、パチンコ等の遊技者が遊技機を用いて遊技媒体を獲得し、獲得した遊技媒体を販売する所定の所で、前記販売品と交換できる販売品を遊技者に効率よく把握させ、もって集客力を高めることができる遊技機システムが管理する所定の販売品と交換する遊技機システムに属し、特に、遊技途中の段階で、遊技者の遊技媒体数と交換できる販売品を遊技者に効率よく把握させ、もって集客力を高めることができる遊技機システムに属する。

【(0002)】 【従来の技術】 従来、パチンコ店の遊技者は、現金を交換してパチンコ玉を取得した後、取得したパチンコ玉を販売する所定の玉数に達した際に、該玉数に応答して遊技機を行い、この遊技によって獲得したパチンコ玉をその玉数に対応した販売品に交換する。

【(0003)】 すなはち、各遊技者は、獲得したパチンコ玉数を実際に計数するまでは、獲得した玉数自身を正確に把握することができないため、獲得したパチンコ玉をいかなる販売品と交換できるか不明であった。

【(0004)】 このため、最近では、あらかじめ所定のパチンコ玉をパチンコ台に封入するとともに、該パチンコ台に玉数を表示する表示部を設けることにより、各遊技者が持ち玉数を適宜把握できるようにした遊技システムが知られている。

【(0005)】 例えば、特開昭63-99891号公報には、持ち玉数を表示する表示部を有する封入式のパチンコ台を店内に配置し、持ち玉と実質的に等価な第2の有価データを表示部に表示するよう構成したパチンコシステムが開示されている。

【(0006)】 したがって、この從来技術を用いると、遊技者が持ち玉数を常時把握できるため、カウンターに陳列された各種販売品に対する玉数と比較して、所望の販売品が取得できるか否かを判断することができる。

【(0007)】 【発明が解決しようとする課題】 しかしながら、かかる従来技術を用いたとしても、パチンコ店のカウンターには多種多様な販売品が陳列されているため、遊技者が所望の販売品を得るために、該販売品に要するパチンコ玉数を記憶するか筆記しておく必要がある。

【(0008)】 特に最近では、豊富な販売品を取り揃えた遊技機を用いたため、遊技者は店ごとに買いたい販売品を準備することによって他店との差別化を図るパチンコ店が増加する傾向にあるため、販売品に対する玉数を把握する際の遊技者の負担は大きくなる。

【(0009)】 また、たとえ近傍に位置するパチンコ店であっても、オーナーの意向や方針によって販売品を玉数はそれそれ異なることが多いため、遊技者は店ごとに販売品を把握せねばならない。

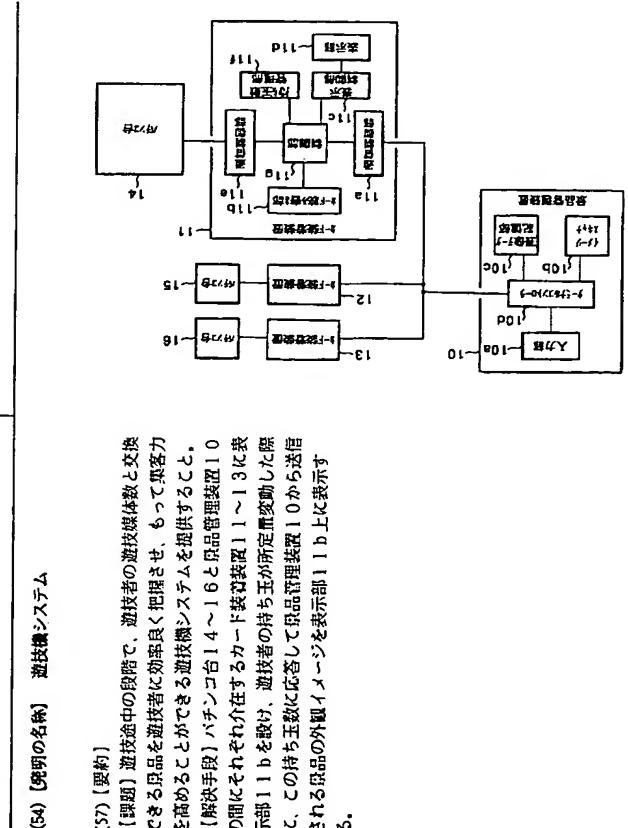
【(0010)】 さらに、初心者がパチンコを行なう場合には、とりあえず持ち玉数を計算してから販売品を選択することが多いため、意図しない不要な販売品を入手する可能性が高い。

【(0011)】 このため、遊技途中の段階で、パチンコ玉をいかなる販売品と交換できるかが重要な課題となってしまっており、また、この課題を解決することができれば、豊富な品揃えや販売品の単価に伴う他店との差別化を一層推進できることがある。

【(0012)】 なお、かかる課題は、上記パチンコのみならず、スロットマシンや各種ゲーム機においても重要な役割を果たしている。

【(0013)】 そこで、本発明は、上記課題を解決し、遊技途中の段階で、遊技者の遊技媒体数と交換できる販売品を遊技者に効率良く把握させ、もって集客力を高めることを目的とする。

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	審査請求 未請求 請求項の該3 O.I. (全13頁)	



れに限定されるものではなく、パチンコ台の一部に表示部を設けることも可能である。

【0139】また、上記第1～第3の実施の形態では、持ち玉数に対する商品の外観イメージを表示する場合を示したが、本発明はこれに限定されることはなく、特殊商品の外観等を表示することも可能である。

【0140】さらに、上記第1～第3の実施の形態では、持ち玉数の計数を容易するために本発明を所定数のパチンコ玉をパチンコ台に封入した場合を示すこととしたが、本発明はこれに限定されることはなく、パチンコ遊技中に持ち玉数を計数する各種パチンコ台に適用することができる。

【0141】例えば、上記封入方式のパチンコ台以外であっても、パチンコ玉の吸い込み口と払い出し口にカウントターを設け、これらのカウンターの差から持ち玉数を特定するパチンコ台に本発明を適用することも可能である。

【0142】また、表示する交換可能な商品の系列をカード表示装置に設けたスイッチによって選択できるようになり、同じ女性であっても、ハンカチの種類や、ハンドバックの種類を変更することで、選択のバラエティを豊富にすることも可能である。

【0143】

【発明の効果】以上詳細に説明したように、本発明は、商品管理装置が遊技者の保有する遊技機体数を遊技機から受信したならば、該遊技機体数に対応する一又は複数の商品の画像データを遊技機に送信し、該画像データを受信した遊技機は、該画像データを表示手段に表示制御する構成したので、下記に示す効果が得られる。

【0144】1) 遊技途中の段階で、遊技者の遊技媒体数と交換できる商品を遊技者に効率良く提示させることができとなる。

【0145】2) 駐客サービスの質的向上を図り、もつて集客力を高めることも可能となる。

【0146】3) 遊技店ごとに設けた目玉商品を遊技者に周知させることができとなる。

【0147】また、本発明は、遊技機が遊技者の個人情報を商品管理装置に送信し、商品管理装置が遊技機から遊技機体数を受け付けた際に、該遊技機体数に対応する一つ又は複数の商品の画像データのうち、遊技機から受信した個人情報を適合する画像データを遊技機に送信するよう構成したので、遊技者にとって魅力のある商品を表示することが可能となる。

【0148】また、本発明は、商品管理装置が遊技機から遊技機体数を受け付けた際に、該遊技機体数に対応する商品よりも1段階上位の商品に対応する画像データを遊技機に送信するよう構成したので、遊技者と遊技媒体数が増加した際の商品を知らしめ、もって遊技者の遊技意欲を増進させることができる。

【面図の簡単な説明】

【図1】第1の実施の形態で用いるパチンコ遊技システムの全体構成を示す図。

【図2】図1に示すパチンコ台及びカード装着装置の外観の一例を示す図。

【図3】図1に示すパチンコ台の具体的な構成を示すブロック図。

【図4】図1に示すカード装着装置の具体的な構成を示すブロック図。

【図5】図4に示すメモリのRAM領域に記憶されるデータの一例を示す図。

【図6】図1に示すカード装着装置の処理手段を示すフローチャート。

【図7】図1に示す表示部に表示する商品の外観イメージの一例を示す図。

【図8】第2の実施の形態で用いるパチンコ遊技システムの構成を示すブロック図。

【図9】図8に示す個人データ記憶部が記憶する個人データ管管理テーブルの例を示す図。

【図10】図8に示すターミナルコントローラが商品の画像データを送信する際の処理手順を示すフローチャート。

【図11】第3の実施の形態で用いる商品管理装置の構成を示すブロック図。

【図12】図11に示す商品管理テーブルの一例を示す図。

【図13】図11に示す商品管理装置が送信した画像データをカード装着装置の表示部に表示する一例を示す図。

【図14】第4の実施の形態で用いる商品管理装置の構成を示すブロック図。

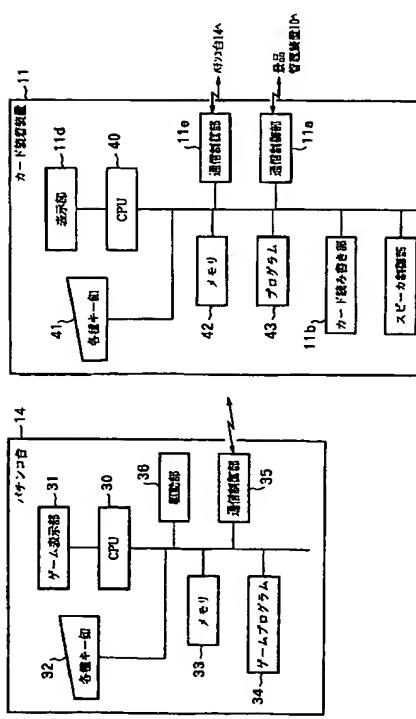
【図15】図14に示す商品管理テーブルの一例を示す図。

【図16】図14に示す商品管理装置が遊技機から受信した個人情報を適合する画像データを遊技機に送信する

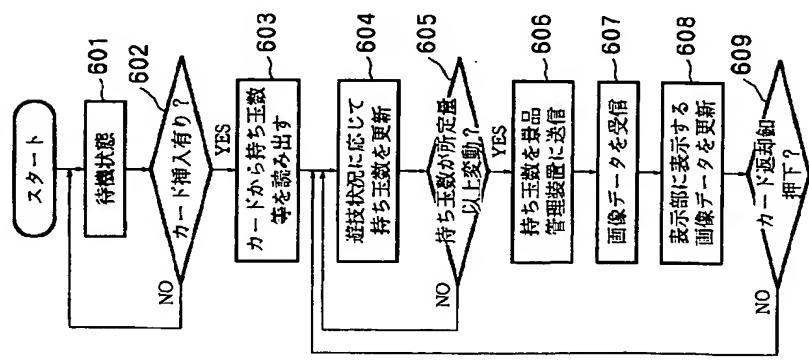
40示部、32…各種キー部、33…メモリ、34…ゲームプログラム、35…通信制御部、36…CPU、41…各種キー部、42…メモリ、43…プログラム、44…スピーカ制御部、50…RAM領域、80…商品管理装置、81…個人データ記憶部、82…

ターミナルコントローラ、83…スピーカ、86…カード装着装置、84…個人データ通知部、85…制御部、90…個人データ管理テーブル、110…商品管理装置、111…商品管理テーブル、112…ターミナルコントローラ

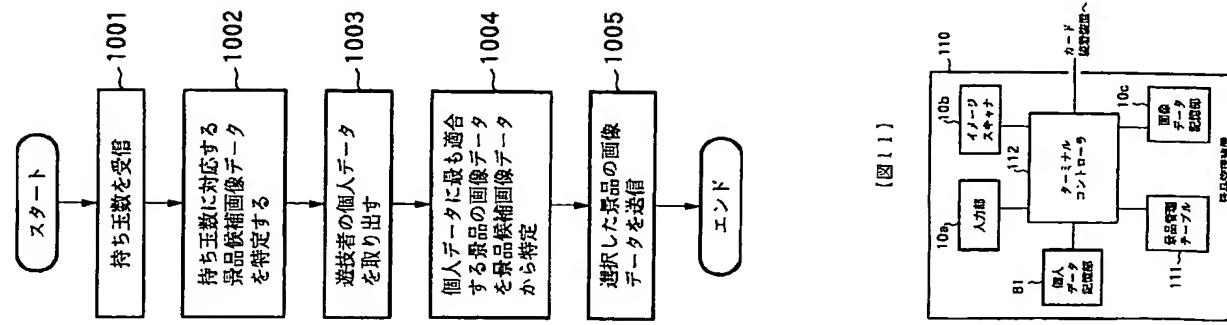
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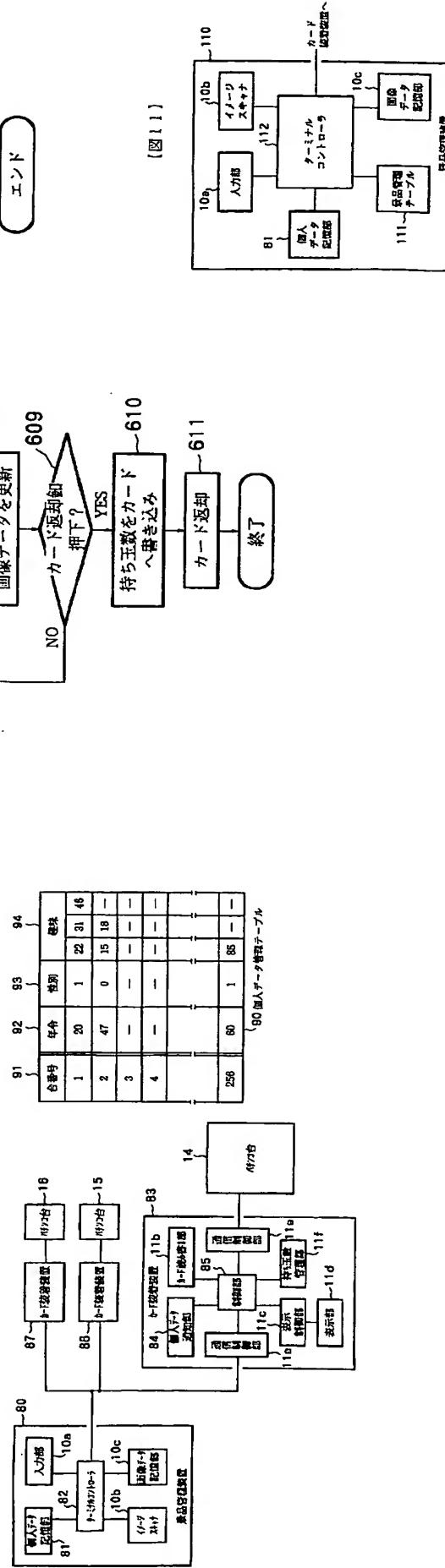
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[図12]

111品目別テープル			
	ランク1	ランク2	ランク3
かせ用ハサミ	Aセシオンカチ (A1.0dt)	Bセシオンカチ (A3.0dt)	Cセシ (A3.0dt)
ハンドル			
ゴルフ用品	ゴルフボール (B1.0dt)	ゴルフシャーツ (B2.0dt)	ゴルフクラブ (B3.0dt)
テニス用品	テニスボール (Z1.0dt)	テニスシャーツ (Z2.0dt)	テニスラケット (Z3.0dt)

[図13]

